AMENDMENTS

This listing of claims will replace all prior versions, and listings, of claims in the application:

In the claims

1.   (canceled)

2.   (Original)   A communication game system having a plurality of terminal game machines connected to a network and a host computer, characterized in that

each of said plurality of terminal game machines comprises

storage means for obtaining and storing replay data for replaying a process of a game play when each player plays a game at a corresponding one of said terminal game machines,

transmission means for automatically transmitting the replay data stored in said storage means to said host computer,

reception means for receiving the replay data automatically transmitted from said host computer,

storage means for storing the received replay data, and

game execution playback means for playing back the received replay data stored in said storage means and executing the game play by the player, and

said host computer comprises

storage means for storing the replay data transmitted from each of said plurality of terminal game machines and

transmission means for automatically transmitting the replay data stored in said storage means to each of said plurality of terminal game machines.

3.   (Original)   A communication game system having a plurality of terminal game machines connected to a network and a host computer, characterized in that

each of said plurality of terminal game machines comprises

storage means for obtaining and storing result data and replay data for replaying a process of a game play when each player plays a game at a corresponding one of said terminal game machines,

transmission means for automatically transmitting the result data and replay data stored in said storage means to said host computer,

reception means for receiving totalization data automatically transmitted from said host computer,

storage means for storing the received totalization data, and

game execution playback means for reading out and playing back the replay data from the received totalization data stored in the said storage means and at the same time executing the game play by the player, and

said host computer comprises

totalization means for totalizing, on the basis of the result data, the result data and replay data transmitted from each of said plurality of terminal game machines, and generating totalization data containing the result data and replay data,

storage means for storing the generated totalization data, and

transmission means for automatically transmitting the totalization data stored in said storage means to each of said plurality of terminal game machines.

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4.   (Original)   A communication game system according to claim 2 or 3, characterized in that

said terminal game machine has an interface connecting detachable storage means to allow data readout,

said game execution playback means of said terminal game machine reads out player character information serving as information associated with a game character and stored in said detachable storage means and reflects the readout player character information on the game, and

said transmission means of said terminal game machine makes data transmitted to said host computer contain the player character information, and transmits the resultant data.

5.   (Original)   A communication game system according to claim 4, characterized in that the player character information stored in said detachable storage means is created and stored by game machine not connected to said network but having an interface connecting said detachable storage means and reading/writing data.

6.   (Original)   A communication game system according to claim 2 or 3, characterized in that

said terminal game machine comprises image sensing means for obtaining image data obtained by sensing an image of a game player who plays the game,

said transmission means of said terminal game machine makes data transmitted to said host computer contain the image data and transmits the resultant data,

said transmission means of said host computer makes data transmitted to said plurality of terminal game machines contain the image data and transmits the resultant data, and

said game execution playback means of said terminal game machine displays the image data corresponding to the replay data in playing back the replay data.